

REMARKS

The following submission responds to the Advisory Action mailed February 9, 2007 denying entry of Applicant's Rule 116 Amendment. Applicant's a Request for Continued Examination (RCE) is submitted herewith in which applicant requests entry of Applicant's Rule 116 Amendment mailed January 16, 2007.

Applicant's response to the Official Action mailed November 14, 2006 is set forth in the Rule 116 Amendment. However, applicant submits these further remarks to address the Examiner's comments in the Advisory Action.

On page two of the Advisory Action, the Examiner specifically notes his disagreement with applicant's arguments about Klingler. The Examiner notes that the clips that are put together to make a movie in Klingler may share parameters such as effects, audio, etc. and considers these shared parameters to be shared object control information.

Applicant disagrees with the Examiner's application of Klingler as anticipatory as Klingler does not even address the same problem as the present invention of individual object control. Namely, in Klingler, applying effects across multiple clips is not the same as controlling the initial display or nondisplay of individual objects (e.g., visual elements added to the scene, such as buttons) by use of shared screens. Namely, altering the overall display of spliced clips by adding a common effect to a series of frames or collective clips is not the same as initially providing controllable objects that can be separately controlled such that they are displayed or not displayed on a screen in a scene. Applying a later "effect" to a scene, or even to an object in the scene, is very different than determining whether an object appears or does not appear in the scene in the first place.

The Examiner specifically states that:

Klingler teaches the putting together of clips to create a movie, and filters for controlling the display of the video frames (col.7, lines 21-67, col.8, lines 19-67, fig.3-5). In other words, the clips are put together sharing various parameters, such as the effects, audio, etc. The clips are shared by the output movie.

Even so, as mentioned above, applying a filter to a series of spliced or put-together clips does not address the issue of controlling shared objects that may or may not be used in a scene or final scene as provided in the present claims. See, e.g., claim 1:

1. An information processing editing apparatus for allowing an editor to create final scenes from content information according to a predetermined specification, comprising:

a shared-scene creation module operable allow the editor to define shared scenes, the shared scenes being virtual scenes formed in accordance with an internal format and used to form the final scenes, each of the shared scenes comprising one or more shared objects that are controllable for display to create final scenes, the shared objects being separately controllable independent of the defined shared scenes in which the shared objects are displayed in accordance with the predetermined specification;

a shared-scene processing module operable to enable the editor to select two or more shared scenes, each of the selected shared scenes comprising one or more of the shared objects, to be combined for creating final scenes with the shared objects from each selected shared scene;

an application creation module operable to describe control information in accordance with the internal format based on the shared scenes set by the editor via said shared-scene creation and processing modules; and

an output control module for converting the control information into shared object control information for forming the final scenes in which the shared objects selected by combining shared scenes are specified for display at the same time in the final

scenes in accordance with the predetermined specification.

With the present invention, the editor is provided with shared scenes that include shared objects (such as the object "obl" in Fig. 16A) that are normally controlled independently to be displayed in a final scene without regard to a shared scene. In the past, the more difficult way an editor would create a final scene, such as MHEG scene 2 of Fig. 16D, would be to decide when to turn each individual object on or off for display in given final scene. However, as described for example in paragraphs [0267]-[0268] of the present application, the editor would need to have sufficient knowledge of the object scripting language to enable editing work done using only shared objects, on an object-by-object basis. Such prior editing tools only had the functionality of turning a shared object on or off simultaneously for all scenes, which made it difficult for the editor to utilize a shared object effectively among the various scenes. With the present invention, the editor can carry out editing work using shared scenes (which in turn comprise shared objects) to create final combined scenes. These final scenes then simultaneously display all of the shared objects in each of the combined shared scenes. As a result of the selection of shared scenes, the editor can create a final scene with the shared objects that he or she wants displayed without worrying about scripting needed to selectively turn individual shared objects on or off.

Accordingly, Klingler does not anticipate or render obvious the claimed invention for all of the reasons set forth in the Rule 116 amendment and in this present communication.

As it is believed that all of the rejections set forth in the Official Action have been fully met, favorable reconsideration and allowance are earnestly solicited.

If, however, for any reason the Examiner does not believe that such action can be taken at this time, it is respectfully requested that he telephone applicant's attorney at (908) 654-5000 in order to overcome any additional objections which he might have.

If there are any additional charges in connection with this requested amendment, the Examiner is authorized to charge Deposit Account No. 12-1095 therefor.

Dated: March 12, 2007

Respectfully submitted,

By 

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